

Scribe Field	Import Fie					
		Sampling I	Text	30	PΚ	Yes
YearOfCon `					No	No
WoodBurn \	WoodBurr	Indoor Wo	Text	50	No	No
BDVisit Da V	Visit Date	Date of int	DateTime	0	No	No
Vermiculite \	_			50	No	No
SquareFoo S	SquareFoo	Total squa	Numeric	0	No	No
LocationZo I	•	•		25	No	No
HeatingSot I	HeatingSo	Primary he	Text	50	No	No
HeatDistrib I	_	-		50	No	No
HasInterior I	HasInterio	Indicates v	Text	10	No	No
HadInterior I	HadInterio	Indicates v	Text	25	No	No
ExtentAttic I	ExtentAttic	Finishing i	Text	50	No	No
Constructic (_		50	No	No
Completed (Completed	Initials of F	Text	15	No	No
BuildingDe I	•			50	No	No
LocationDe I	_	•		100	No	No
Basement I	•			2	No	No
PropertyID /	AD Numb	Property II	Text	50	No	No
Altitude	_	Altitude	Numeric	0	No	No
AnyNonLib		Is resident	Text	50	No	No
AreasRem		Areas that	Text	50	No	No
BusinessN		Name of b	Text	150	No	No
Coord_Sys		Coordinate	Text	70	No	No
Datum		Geopositic	Text	50	No	No
DuctWork/		Ductwork 1	Text	50	No	No
Easting		Easting	Numeric	0	No	No
ElevDatum		Datum use	Text	50	No	No
ElevMethod		Method us	Text	30	No	No
ExposedP€		Any knowl	Text	15	No	No
FloorLocati		If indoor ve	Text	50	No	No
GeoMethod		Geopositic	Text	30	No	No
GeoScale		Scale of th	Text	20	No	No
GPS_Colle		Collector c	Text	30	No	No
GPS_Com		GPS comr	Text	50	No	No
GPS_Corre		GPS Corre	Text	50	No	No
GPS_Date		GPS Date	DateTime	0	No	No
GPS_PDO		Position D	Numeric	0	No	No
GPS_Phas		Phase that	Text	30	No	No
GPS_Time		GPS Time	DateTime	0	No	No
Latitude		Latitude	Numeric	0	No	No
Location_Ir		File path to	Text	255	No	No
LocationCc		Location C		250	No	No
LocationOf		Where the	Text	50	No	No
LocationOu		Location o	Text	50	No	No
Longitude		Longitude	Numeric	0	No	No
Northing		Northing	Numeric	0	No	No
NumberOfl		Floors abo	Text	25	No	No
NumOfRoc		Rooms pe	Text	50	No	No
PropertyAd		Physcial a	Text	50	No	No
PropertyUs		Has this pı		2	No	No
Remodelle		When in ye	Text	15	No	No

ResidentDi	Has the re Text	15	No	No
Surf_Elev	Surface El Numeric	0	No	No
Surf_Units	Surface El Text	20	No	No
UseArea_ft	Use area i Numeric	0	No	No
VCIPresen	IS VCI Pre Boolean	2	No	No
VCIPurcha	Was verm Boolean	2	No	No
Vermiculite	Indicates v Text	3	No	No
Vermiculite	Where the Text	50	No	No
Vermiculite	Was verm Text	15	No	No
VV_High	Visible Ver Numeric	0	No	No
VV_Interm	Visible Ver Numeric	0	No	No
VV_Low	Visible Ver Numeric	0	No	No
VV_None	Visible Ver Numeric	0	No	No
WasRemo	Indicates v Text	3	No	No